elapsed time.

for the first time. Please have a small Phillips or flat-head $\,$

remove the old ones. Note: It is recommended that you

Note: The screw does not separate from the

battery cover. Simply unscrew it until it loosens.

5. Install the batteries following the +/- markings

Important: Be sure that the batteries are installed

correctly. Wrong polarity may damage the unit.

AAA) 🗗

6. Replace the battery cover and tighten the screw

Non-rechargeable batteries are not to be re-charged.

Never recharge batteries that come with the device.

Rechargeable batteries are to be removed from

• Only batteries of the same or equivalent type as

Different types of batteries, or new and used

· The supply terminals are not to be short-circuited

Do not expose batteries to direct heat or try

To avoid damage caused by leakage of the

device has been used during that time.

to take batteries apart. Follow the battery

manufacturer's instructions for battery use

· Always remove a weak or dead battery from the

battery fluid, replace the battery or batteries

Should a battery leak, the device may become

immediately, avoiding contact with your skin.

· Keep batteries out of reach of small children. If

swallowed, consult a physician immediately

Understanding Your Device

Sliding Screen: The screen of your Speaking Spelling

the keyboard, rest your device on the fingers of both

Bee slides up to reveal a full gwerty keyboard. To reveal

hands and gently push up on the top with your thumbs.

Warning! Do not push the top past the point where

the keyboard is revealed. The top must remain

attached to the bottom

damaged. Clean the battery compartment

once every two years regardless of how much the

Rechargeable batteries are only to be charged

Battery disposal: Do not dispose of batteries with

normal household waste. Please obey your local

regulations when disposing of used batteries.

the device before being charged.

recommended are to be used.

batteries, should not be mixed.

under adult supervision.

Battery Precautions

SD Card Slot

n AAA

screwdriver and the new batteries at hand before you

1. Turn your product off and turn it over.

2. Use the Phillips screwdriver to loosen the

3. Lift the battery cover on the back of the

product by pushing up on the catch.

4. Remove the old batteries, if necessary.

in the battery compartment

use alkaline or heavy duty batteries

battery cover screw.

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Word

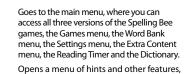
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Key Guide

Picture Keys*

Goes to the Games menu.



Selects an item (same as ENTER).

when available.

Goes to the Word Bank menu.

Backs up, erases a letter, or goes to your previous location, when available (same

*These keys are located on the top, sliding portion of your device.

Function Keys back

Backs up, erases a letter, goes to the previous page.

enter shift Shifts to type capital letters and punctuation marks. In the dictionary and vord banks, hold **SHIFT** and press $\stackrel{\checkmark}{f \Delta}$ or $\stackrel{\blacktriangledown}{f \nabla}$ to page up and down.

Goes to the Dictionary.

Types a space

Clears an input box. In Sudoku, clears the

Direction Keys

The round navigation pad is located on the top, sliding portion of your device. The separate arrow buttons are located on the keyboard of your device. Press the upper part of the navigation pad or the up button (A) to move the cursor or highlight up. Press the bottom part of the pad or the down button (V) to move the cursor or highlight down

Press the left part of the navigation pad or the left button (◀) to move the cursor or highlight left. Press the right part of the navigation pad or the right button (▶) to move the cursor or highlight right. At the main menu, press ▶ or ▼ to page or scroll up or down. In My Word

Bank or the Spelling Bee Word Bank, press or go to the next or previous page. In the dictionary, selects the next or previous tab.

44 Installing Batteries

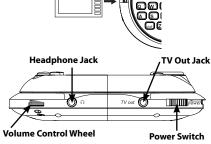
SSB-212_RevA_eng.indd 1

Your device is powered by three AAA batteries. Follow these easy instructions to install or replace them. Note You must install the batteries before you use your product card from the slot, put your thumb on the SD card and push it in slightly. You hear a click and then the SD card pops out. Slide it out of the slot. **Note**: Only SD cards will function in this slot. MMC cards will not function

SD Card Slot: Insert SD card here. Slide the SD card into

the slot with the contacts facing the front of the device.

Push gently until it clicks into place. To remove an SD

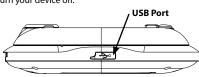


Volume Control Wheel: The dial, located on the right side of the top of your device, controls the volume of the speaker or headphones.

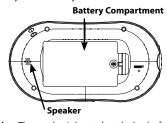
Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. Caution: Monophonic headphones will not work with this unit.

TV Out Jack: The TV Out jack is designed for a 3.5 mm connection. Plug the single end of the AV cable into this port and the RCA type plugs into your TV to use your device with a television

Power Switch: Push and release the power switch toward the center of the device to turn on the device. Push and hold the power switch for 2 or 3 seconds to turn your device off.



USB Port: Located on the bottom of the device, the USB Port is designed for a mini-USB 1.1 compatible connection. Plug a cable with a mini-USB jack into this port and the standard jack into your PC to

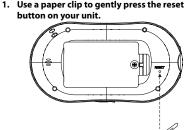


Speaker: The speaker is located on the back of your

Battery Compartment: The battery compartment is located on the back of your device and contains 3 AAA batteries.

Resetting Your Device

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.



The reset button is in a pin-sized hole on the back of the device, next to the battery compartment. Warning! Pressing the reset button with more than light pressure may permanently disable your device

Using the Main Menu

Use the main menu to quickly take you to all the different games, tools and resources in your Speaking Spelling Bee. The main menu contains nine options Game Show, Competition, Practice, Games, Word Bank, Settings, Extra Content, Reading Timer and

Press at any time to return to the main menu. Press ▶ or ◀ to cycle through the options. When you see the one you want, press **ENTER** to select it.

Understanding the Options

Game Show enables you to play a game show version of a Spelling Bee. In this single player version of Spelling Bee, you can choose an avatar to represent series of ten rounds consisting of ten words each.

Competition enables you to compete against up to five other players in a Spelling Bee. There must be at least two players and a maximum of six players including yourself. Each player can select an avatar to represent you and a name. If you choose, you can play against the computer and select the computer's level of experience to match your own. You can also select the game's level of difficulty and the number of rounds to play. You then compete in a Spelling Bee against all the players.

Practice enables you to choose an avatar to represent you, a name, and a skill level. Then you can practice your spelling skills. You will be given a total of 15 practice words that you have to spell three times each. Games allows you to access the three games included on your device: Sudoku, Hangman and Word Train.

Word Bank gives you access to My Word Bank, a personal list of words you want to study or memorize In addition, there is the Spelling Bee Word Bank, a list of the 500 most recent words used during the Spelling Bee games you have played on your device.

Settings allows you to adjust your device's shutoff time and choose whether to turn the sound and keytones on or off. You can also erase all your user data. obtain system information or check your battery level.

Extra Content enables you to connect your device to a PC or access extra games or content you have added to your device or SD card via download.

Reading Timer provides you with a tool to time your reading, set a reading timer for reading, as well as keep and view a reading log.

Dictionary enables you to search for definitions of words using the Merriam-Webster Intermediate Dictionary, Merriam-Webster Thesaurus, Merriam-Webster Rhymina Dictionary, and Confusables® from Franklin.

Changing the Settings

When using the Speaking Spelling Bee, you can adjust the shutoff time, whether the sound and keytone features are turned on or off, access system information, erase all your user data and check your battery level.

1. Press ...

- 2. Press ▶ or ◀ to cycle through the icons until Settings appears at the bottom of your screen.
- 3. Press ENTER.
- 4. Press ▼ or ▲ to move to Shutoff time, Sound. Keytone, System information or Erase all user

Shutoff time determines how long your device stays on if no key is pressed. Sound determines whether or not music and other sounds are played on your device. Keytone determines whether or not a tone sounds each time a key is pressed. System information displays your device's model number, version number and serial number. Erase all user data allows you to clear your device

Battery Level displays how much battery power is currently left in your device. 5. Press ◀or ▶ to change a setting.

Note: You can not access *Battery Level*. It is only

6. Press or ABACK to exit.

Changes to your settings will be automatically

✓ Erasing All User Data

Frase all user data enables you to erase all the words stored in My Word Bank and the Spelling Bee Word Bank

At the Settings screen, press **▼** until you highlight Erase all user data. You are asked to confirm that you want erase this data. Press ◀or ▶ to highlight Yes and press ENTER to erase your data. Highlight No and press ENTER to cancel the deletion

Tips When Playing Spelling Bee

Speaking Spelling Bee has three versions of a Spelling Bee for you to play: Practice, Game Show, and Competition. Though the game play experience varies somewhat between these three versions, you will encounter some of the same features throughout all the versions. The following sections describe these similarities.

Selecting a Character

Every time you play, you are asked to select a character. This is done at the character selection screen. At this screen, you can select an avatar and type a name There are ten different characters to choose from

- 1. Press ▶ or ◀ to cycle through the available boy and girl avatars. 2. When you see the one you want, press ▼ or
- ENTER to move to the name field. Press **\(\)** to return to the avatar selection area.
- 3. Type a name. Press BACK to delete the last letter you typed Press **CLEAR** to erase the entire name field
- 4. Once you have typed a name, press ▼ or ENTER.
- 5. OK is highlighted. Press ENTER to continue. To cancel the character selection and return to your previous location, press ► to highlight Cancel and then press ENTER.

Selecting a Skill Level

At the skill level selection screen, you can select the difficulty of game words. You can choose Beginner, Advanced or Master.

1. Press ▶ or ◀ to highlight the skill level you want. 2. Press ENTER.

Viewing Spelling Bee Help

You can view on-screen instructions to help you play the Spelling Bee games. In the *Practice* and *Game* Show versions, these instructions are accessible at the skill level selection screen. In the *Competition* version, 11. Press ENTER. they are accessible at the game setup screen.

- 1. Press ▶ or ◀ to highlight *Help* and then press
- 2. Read the text.
- Press ► or ◀ to highlight *Next* and press **ENTER** to continue reading the instructions. Highlight *Previous* and press **ENTER** to return to a
- 3. Press ▶ or ◀ to highlight Close and press ENTER when you are finished.

Viewing Your High Scores

You can view your six best scores in any version of Spelling Bee.

In Practice, you see the player's name, the elapsed time and the number of errors. In Game Show and Competition, you see the player's name, the latest round reached, the player's score and

- 1. Clear Scores is highlighted at the bottom of the screen. Press ENTER to erase all saved scores.
- 2. Press ▶ or ◀to highlight *Close* and press ENTER when you are finished.

Using Spelling Bee Tools

Just like in a real Spelling Bee, each version of Spelling Bee in your device contains a selection of tools to help you spell a word. After a game word is pronounced, these options are displayed at the bottom of the screen

 Use the navigation buttons to highlight
 Sentence, Definition, Repeat, Origin, Pause, or Exit.

Origin displays information about the origin of

- Press ➤ or ◀to cycle through the icons until Game Show appears at the bottom of your screen. Sentence uses the game word in a sentence where "~" represents the word. 3. Press ENTER. Definition displays a definition of the game word. Repeat pronounces the game word again.
- Pause pauses the game. After you pause a game, Resume is highlighted at the bottom of the screen. Press **ENTER** to resume the game. Exit ends the game. If you select Exit, you see the message "Do you really want to exit?". Press ▶ o ■ to highlight Continue and then press ENTER
- and press ENTER to return to the main menu. 2. Press ENTER to select the one you want.

to return to the game. Highlight New Game and

press **ENTER** to start a new game. Highlight *Home*

- 3. Type the game word. 4. Press ▶ or ◀ to highlight Submit and press
- ENTER to continue the game.

Playing Practice

Select Practice to hone your spelling skills and get a feel for how the game works. In each practice round, you are asked to spell 15 words correctly three times each.

- 1. Press (🐝) 2. Press ▶ or ◀ to cycle through the icons until Practice appears at the bottom of your screen
- 3. Press ENTER. The character selection screen is displayed.
- Note: To end the game at any time and return to the main menu, press 🚱. 4. Select a character.
- Use the navigation buttons and the keyboard to select an avatar and type a name. Please see Selecting a Character" for more information.
- 5. Select a skill level or other option. Use the navigation buttons to select the option you want. Please see "Selecting a Skill Level" for
- more information. At the skill level selection screen, press ▶ or ◀ to highlight Help and then press ENTER to read instructions about the Spelling Bee games. Please see "Using On Screen Help" for more information Highlight High Scores and press ENTER to view the best scores of your practice rounds. Please see "Viewing High Scores" for more information. Highlight Cancel and press ENTER to return to
- our previous location. 6. Go is highlighted at the bottom of the screen Press ENTER to begin the practice round. Before you begin, press ◀ to highlight Show Word and then press ENTER to activate the option of displaying the game word as it is pronounced. Please see "Using the Show Word Option" for more information.
- The first word is pronounced and the definition for the word is displayed on the screen. 7. Type the word you just heard.
- Press **BACK** to erase the last letter you typed. Press **CLEAR** to erase all your letters and start over. If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.
- When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight *Submit*, and then press ENTER. If your answer is correct, a green dot is filled in
- on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red Remember to complete the practice round, each word must be spelled correctly three times.
- 9. Go is highlighted at the bottom of the screen. Press ENTER to see the next word.
- completed the practice round When the practice round is over, you are shown your number of errors and how long it took to complete the round. If it is one of your best efforts, it is automatically saved among your high scores
- The character selection screen is displayed 12. Return to step 4 to begin another practice round. Use the navigation buttons to highlight Cancel and press ENTER to return to the main menu.
- ✓ Using the Show Word Option The Show Word option in a practice round displays the game word on the screen for a

While you play Game Show, six hints are available few seconds as it is pronounced. You can turn to help you spell game words. Each hint can be this mode on before the practice round begins used only one time during the course of a round

or between each word. When this option is Press

to access the hints. Press

or

to displayed, it appears as the only option, next to highlight the option you want and then press Go. Press ◀ to highlight Show Word and then ENTER to select it. press **ENTER** to turn the option on. Then press to highlight Go and press **ENTER** to continue. To

Playing Game Show

Game Show is a one player game where you can earn

money by quickly spelling progressively more difficult words. Each word has a unique dollar amount, which

increases with the difficulty of the words. Additional

In a standard game, you have ten regular rounds with

ten regular rounds, you advance to the Advanced skill

level. After 10 rounds at the Advanced skill level, you

continue to the Master skill level. The game continues

The character selection screen is displayed

the main menu, press .

5. Select a skill level or other option.

4. Select a character.

more information.

your previous location.

Note: To end the game at any time and return to

Use the navigation buttons and the keyboard

"Selecting a Character" for more information.

Use the navigation buttons to select the option

you want. Please see "Selecting a Skill Level" for

At the skill level selection screen, press ▶ or ◀

to highlight *Help* and then press **ENTER** to read

instructions about the Spelling Bee games. Please

see "Using On Screen Help" for more information

Highlight High Scores and press ENTER to view

the best scores of your game shows. Please see

Highlight Cancel and press ENTER to return to

"Viewing High Scores" for more information.

6. Go is highlighted at the bottom of the screen.

Press BACK to erase the last letter you typed. Press

CLEAR to erase all your letters and start over.

If you are having trouble spelling a word, some

the word's definition or origins. You can pause

or exit the game. Please see "Using Spelling Bee

In Game Show there are additional hints available

to help you spell game words. Press () to access

the hints. Press ▼ or ▲ to highlight the option you

want and then press ENTER to select it. Please see

8. When you are satisfied with your answer, press

▶ or ◀, if necessary, to highlight *Submit*, and

If your answer is correct, your earnings and bonus

are displayed and your next word is pronounced

If your answer is incorrect, you are given a hint

Try spelling the word again and press **ENTER**.

number is limited based on your round. Please

read "Corrections" for more information about

When the round is over, your score is displayed

Note: Following a speed round, there are two

screens of score summaries. The summary of the

speed round, then an overall summary. Press

to highlight Continue, then press ENTER twice to

11. Repeat steps 6-10 to continue playing the game

until you've run out of rounds or chances

12. Press ▶ or ◀ to move the highlight to the

Game Show allows you to make mis

option you want and then press ENTER.

Try Again returns you to the character selection

number of mistakes you're allowed is indicated

next to "Corrections" at the bottom right corner

If you make a mistake when you have no available

Note: During a speed round, spelling mistakes do not

count against the number of corrections allowed.

corrections, you lose and the game is over.

screen. Home returns you to the main menu.

When the game is over, you can play again or

return to the main menu. If the game resulted in

one of your best efforts, it is automatically saved

10. Press ► to highlight Continue, if necessary,

including the time it took to complete the round.

how Game Show handles mistakes.

9. Continue spelling words until you've

completed the round.

then press ENTER.

The next round begins

begin the next round.

mong your high scores.

✓ Corrections

>10

✓ Using Hints

Game Show allows you to make mistakes, but the

tools are available to help you. You can have the

word repeated or used in a sentence. You can see

Press ENTER to begin the game.

The first word is pronounced

"Hints" for more information.

minutes the game ends.

then press ENTER.

after a few seconds.

7. Type the word you just heard.

to select an avatar and type a name. Please see

money can be awarded based on how quickly you

At the Beginner skill level, if you complete the first

at the Master skill level until the game is over.

a speed round after each regular round.

spell each word.

1. Press 🚱.

Pass enables you to skip to the next word. Note: This is the only available hint during a speed round Uniques displays all the correct letters in a word, but jumbled in a random order

1st Letters displays the first letter of the word. Consonants displays all the consonants of the word, in the order they appear. Vowels displays all the vowels of the word, in the order they appear.

Word Choice displays a list of three words, where only one of the words is the correct word

which you are asked to spell ten words in two

minutes. Money is added to your total for each

✓ Speed Rounds Between each regular round is a speed round in

word you spell correctly. The more words you spell, the more money they are worth. In a speed round, you are not given a second chance to spell a word correctly, but your mistakes do not count against the number of corrections you are allowed. If you do make a mistake, you see a brief message identifying your mistake, then your next word is pronounced. After a speed round, a special speed round summary screen is displayed indicating the number of words spelled correctly, the speed

round score and a total score. View Words is highlighted at the bottom of the screen. Press ENTER to view the list of words used in the speed round as well as how you spelled them. Press ▼ or ▲ to view the list. Close s highlighted at the bottom of the screen. Press ENTER to return to the summary screen.

Press ► to highlight *Continue* and then press **ENTER** to continue to the overall score summary screen Press ENTER again to continue to the next round.

Playing Competition

ompetition follows the format of an actual Spelling Bee in which you compete against computer players or your friends to see who is the best at spelling. The game consists of a series of rounds in which words get more difficult as you go. Competition can be played with two to six players.

Once the game is down to two players, the winner is letermined when one player makes a mistake and the other players spells one additional word correctly.

- 1. Press 🚱. 2. Press ▶ or ◀ to cycle through the icons until
- Competition appears at the bottom of your screen. 3. Press ENTER. The game setup screen is displayed. At this screen, you can add up to six players, advance to the next screen, exit the game, or delete the most recently added player.
 - **Note**: To end the game at any time and return to the main menu, press 🚱.
- 4. Add two to six players. Add enables you to add a player to the competition. Warning! You only have two minutes to spell the Please see "Adding Players" for more information. word correctly. If you do not answer within two
 - OK advances you to the next screen, once at least two players have been added. Cancel exits Competition and returns to the main menu. Delete removes the most recently added player
 - from the list. 5. When vou've finished adding players, press or ◀to highlight *OK* and then press ENTER. The game setup continues with a screen where you select a skill level and the number of rounds.

You can also view your high scores and read

- instructions about the Spelling Bee games. 6. Press ▼ and ▲ to highlight a skill level and then press ENTER.
- You can select from Beginner, Intermediate and Advanced. 7. Press ▶ or ◀ to select the number of rounds and then press ENTER.
- You can select from 10 to 200 rounds, in increments of 10.
- 8. Start is highlighted. Press ENTER to begin the Or you can press ▶ or ◀ to highlight *Help* and
- then press ENTER to read instructions about the Spelling Bee games. Please see "Using On Screen Help" for more information Highlight High Scores and press ENTER to view
- the best scores of your competitions. Please see Viewing High Scores" for more information. 9. Go is highlighted at the bottom of the screen. Press ENTER to begin the game

The first word is pronounced.

- 10. The first player should type the pronounced word. If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information
- Warning! Competition allows NO mistakes, so take your time typing your word. If you make a typing mistake you cannot start over and re-type your word. Warning! You only have two minutes to spell the word correctly. If you do not answer within two minutes your turn ends and it counts as a wrong answer.
- 11. When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.
- If your answer is correct, you are awarded points and continue to the next round If your answer is incorrect, your only chance to continue is if every other player still playing also 12. Follow the instructions on the screen to
- continue taking turns and advancing rounds until there is a winner.

When the competition is over, the winner is

- announced. 13. Results is highlighted. Press ENTER to see the
- results of all the players. The results include the highest round a player reached, their score and the total amount of time
- spent spelling their words. 14. OK is highlighted at the bottom of the screen.
- Press ENTER to continue. 15. Press ► to highlight *Play Again* and then press
- The competition begins again with the same settings. After the game begins, use ► to highlight *Exit* and then press **ENTER** to return to the main menu. Or you can press to return to the main menu at any time.
- ✓ Adding Players

In Competition, you must add at least two players, and you can add up to six players. Players can be designated as "Human" players if you are playing with friends or "Computer" players if you want to compete against the computer.

to highlight Add and then press ENTER. The add player screen is displayed. 2. Press ▼ or ▲ to select the type of player you want to add and then press ENTER.

1. From the game setup screen, press ▶ or ◀

- Note: Your first player must always be a human player. When you select a computer player, you must also select its skill level. Your computer opponent
- can be a Novice, Medium or Super speller. 3. \emph{OK} is highlighted. Press ENTER to select it. The character selection screen is displayed. Or you can press ► to highlight Cancel and press
- **ENTER** to return to the game setup screen. 4. Select a character. Use the navigation buttons and the keyboard to select an avatar and type a name. Please see

'Selecting a Character" for more information.

5. Repeat steps 1-4 in this section until you are finished adding players, then return to step 5, in "Playing Competition" above. **Note**: You can add up to six players.

Using the Dictionary Use the Merriam-Webster Intermediate Dictionary to

look up definitions of words. 1. Press 🚱. 2. Press ▶ or ◀ to cycle through the icons until

- Dictionary appears at the bottom of your screen. Or you can press **DICT**. 3. Press ENTER to select it.
- The dictionary word entry screen is displayed. To go to the word entry screens for the thesaurus or rhyming dictionary, press 🍌 or 🕰.
- 4. Begin to type a word you want to look up. For example, type essential. As you type letters, the first word in the dictionary that matches the letters you type will move to the top of the word list. You may not have to type the entire word in order to find the one you want. In
- this example, note that "essential" appears on the screen after you type "ess". 5. When the word you want is on the screen, press ▼ until that word is highlighted. Hold **SHIFT** and press **△** or **▼** to scroll up or down
- Or you can continue typing letters until the word is complete and the matching word in the list is automatically highlighted. 6. Press ENTER to look it up.
- Some words have multiple parts of speech. Press ▼ or ▲ if necessary, to highlight the part of speech you want and then press ENTER. 7. Press ♥ or ▲, if necessary, to read the definition Hold **SHIFT** and press **△** or **▼** to scroll up or down
- one screen at a time. To add the word to My Word Bank, press . Add "your word" is highlighted. Press **ENTER** to add the word. Or you can press ▼ and then press **ENTER** to go to the Word Bank menu. Press ▶ or ◀ to view the thesaurus, rhyming dictionary, or Confusables® entries for your word,
- if available. If these tabs are available they will be highlighted at the top of the screen. 8. Press CLEAR to return to the word entry screen to begin a new search. Or you can just begin typing a new word to return

Press (to return to the main menu. ✓ Understanding Definitions

to the word entry screen.

Entries may consist of headwords, pronunciation information, parts of speech, definitions, and etymology. Other forms of the word may follow the headword. After the definition, you may see usage examples

Using the Thesaurus Use the Merriam-Webster Intermediate Thesaurus to find

2. Press ▶ or ◀ to cycle through the icons until Dictionary appears at the bottom of your screen

synonyms, antonyms and other information about a word.

Or you can press **DICT**.

3. Press ENTER to select it. The dictionary word entry screen is displayed. 4. Press > once to move to the thesaurus.

5. Begin to type a word you want to look up. For

example, type complete. As you type letters, the first word in the thesaurus that matches the letters you type will move to the top of the word list. You may not have to type the entire word in order to find the one you want. In this example, note that "complete" appears on the

press V until that word is highlighted.

screen after you type "comple".

is complete and the matching word in the list is automatically highlighted.

7. Press ENTER to look it up. Some words have multiple parts of speech. Press ▼ or ▲ if necessary, to highlight the part of speech you want and then press ENTER.

8. Press ▼ or ▲, if necessary, to read the entry.

- Hold **SHIFT** and press **△** or **▼** to scroll up or down Press ▶ or ◀ to view the dictionary, rhyming dictionary, or Confusables® entries for your word, if available. If these tabs are available they will be highlighted at the top of the screen.
- 9. Press CLEAR to return to the word entry screen. Type another word to begin a new search. Press to return to the main menu.

✓ Understanding Thesaurus Entries

A thesaurus entry is organized by part of speech and definition sense. Each sense consists of a group of synonyms. Synonyms are words that have similar meanings (e.g., complete/whole) Some senses contain usage examples to clarify the sense in which the word is used. Also, some senses include antonyms. Antonyms are words that have the opposite meaning of the word being defined (e.g., complete/partial).

Using the Rhyming Dictionary

Use the Merriam-Webster Rhyming Dictionary to view words that rhyme with various sounds.

- 1. Press 🚱.
- 2. Press ▶ or ◀ to cycle through the icons until Dictionary appears at the bottom of your screen. Or you can press DICT.
- 3. Press ENTER to select it.
- The dictionary word entry screen is displayed. 4. Press (twice to move to the rhyming dictionary
- 5. Begin to type the rhyming sound you want to look up. For example, type inge. As you type letters, the first sound in the rhyming dictionary that matches the letters you type will move to the top of the word list. You may not have to type every letter in order to find the one you want. In this example, note that "inge appears on the screen after you type "ing".
- 6. When the rhyming sound you want is on the screen, press ▼ until that sound is highlighted. Or you can continue typing letters until the sound is complete and the matching sound in the list is automatically highlighted.
- 7. Press ENTER to look it up.
- 8. Press ▼ or ▲, if necessary, to read the entry. 9. Press CLEAR to return to the word entry screen.
- Type another word to begin a new search Press (*) to return to the main menu.

Viewing Confusables®

Confusables® are words that are spelled or sound alike that people often confuse. You can access Confusables any time you look up a word in the dictionary or thesaurus that is a Confusable. Note: Confusables are not available for all words. You can tell when Confusables are available for a word, when the Confusables tab ("CONF") is highlighted at the top of the screen.

1. Press 🚱.

(1)

- 2. Press ▶ or ◀ to cycle through the icons until Dictionary appears at the bottom of your screen. Or you can press **DICT**. 3. Press ENTER to select it.
- The dictionary word entry screen is displayed. To go to the word entry screen for the thesaurus, press once.
- 4. Begin to type a word you want to look up. For example, type peace. As you type letters, the first word in the dictionary
- that matches the letters you type will move to the top of the word list. You may not have to type the entire word in order to find the one you want. In this example, note that "peace" appears on the screen after you type "pe". 5. When the word you want is on the screen,
- press **▼** until that word is highlighted. Or you can continue typing letters until the word is complete and the matching word in the list is automatically highlighted.
- 6. Press ENTER to look it up. Some words have multiple parts of speech Press ▼ or ▲,if necessary, to highlight the part of speech you want and then press ENTER.
- 7. Press ▼ or ▲, if necessary, to read the definition Note that the "CONF" tab is now highlighted, indicating that "peace" has Confusables.
- 8. Press prof to move to the Confusables tab. You will see a list of Confusables for the word peace. Each Confusable is followed by a word that explains its meaning.
- 9. Press ▼ or ▲, if necessary, to read the entry. 10. Press CLEAR to return to the dictionary word
- Type another word to begin a new search.

Press to return to the main menu.

Correcting Misspellings

If you misspell a word in the dictionary or thesaurus, a list of spelling corrections is automatically displayed. 1. Press 🚱.

- 2. Press ▶ or ◀ to cycle through the icons until Dictionary appears at the bottom of your screen.
- Or you can press **DICT**. 3. Press ENTER to select it.
- The dictionary word entry screen is displayed.
- To go to the thesaurus word entry screen, press . 4. Type a misspelled word. For example, type jiraff.

- Notice that because this word is misspelled, nothing in the word list is highlighted as a match. 5. Press ENTER.
- Press ▼ or ▲ to highlight the word you want, if

A list of corrections appears.

- 7. Press ENTER to see the word's definition or thesaurus entry.
- Press ▼ or ▲, if necessary, to read the entry. 9. Press CLEAR to return to the word entry screen. Press to return to the main menu.

Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for zero

one or more letters. Note: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words. 1. Press 🚱.

- 2. Press F or ◀to cycle through the icons until Dictionary appears at the bottom of your screen.
- Or you can press **DICT**. 3. Press ENTER to select it.
- The dictionary word entry screen is displayed. To go to the word entry screen for the thesaurus, press (once.
- 4. Type a word using ?s and *s. For example, type

A list of words that match the pattern you entered

- 5. Press ENTER.
- is displayed and the first word is highlighted. Press ▼ or ▲ to highlight the word you want.
- 7. Press ENTER to see the word's definition or
- 8. Press ♥ or ▲, if necessary, to read the entry. 9. Press CLEAR to return to the word entry

Type another word to begin a new search. Press to return to the main menu.

Using the Word Banks

There are two Word Banks available on your device My Word Bank and the Spelling Bee Word Bank.

Using the Word Bank Menu

- 1. Press 🚱.
- 2. Press ▶ or ◀ to cycle through the icons until Word Bank appears at the bottom of your screen.
- 3. Press ENTER to select it.
- Or you can press (see) 4. Press ▼ or ▲ to highlight the item you want. Hold **SHIFT** and press **△** or **▼** to scroll up or down one screen at a time My Word Bank is a list of up to 500 words you have saved for further study or review. Spelling Bee Word Bank is the list of the 500 most
- recent words using while playing any version of the Spelling Bee games. Help displays instructions about the word banks.
- 5. Press ENTER.

Viewing a Word Bank

- From the Word Bank menu, press ▼ or ▲ to hiahliaht Mv Word Bank or Spelling Bee Word Bank, and press ENTER.
- Note: The number of words in each list is indicated next to the menu item. Press ▼ or ▲ to scroll through the list.
- When you highlight a word you want to look up, press **ENTER** to see its dictionary entry. Press **BACK** to return to the word bank. Press (to return to the Word Bank menu

Press to return to the main menu. Adding Words to My Word Bank

There are two ways to add a word to My Word Bank: from the dictionary or from the Spelling Bee Word Bank.

From the Dictionary

- 1. Press 🚱. 2. Press ▶ or ◀ to cycle through the icons until Dictionary appears at the bottom of your screen.
- Or you can press **DICT**. 3. Press ENTER to select it. The dictionary word entry screen is displayed. Remember, words can only be added from the dictionary entry, not from the thesaurus, rhyming
- dictionary or Confusables® entries. 4. Look up a word you want to add to your word
- list. For example, laureate When the dictionary entry is displayed, press You are given the option to add the word to My Word Bank or go to the Word Bank menu.
- 6. Press ENTER to add the word to My Word Bank. Or you can press **▼** and then press **ENTER** to go to the Word Bank menu. **Note**: You are allowed to add the same word to Mv Word Bank multiple times. If the word you are trying to add is already in *My Word Bank* you are asked to confirm the addition. Press ▶ or ◀ to highlight the
- option you want and then press ENTER. Highlight Yes to add the word again or No to cancel. 7. Press CLEAR to return to the dictionary word

From the Spelling Bee Word Bank

- From the Word Bank menu, press ▼ or ▲ to highlight Spelling Bee Word Bank, and press ENTER.
- 2. Press ▼ or ▲ to scroll through the list. 3. When you highlight a word you want to add to My Word Bank, press 🗐.
- 4. Press ▼ to highlight Copy to My Word Bank and then press ENTER. **Note**: You are allowed to add the same word to My

If you have previously saved a puzzle, press $\overline{\mathbf{v}}$ or $\mathbf{\Delta}$ Word Bank multiple times. If the word you are trying to add is already in Mv Word Bank you are asked to

confirm the addition. Press ▶ or ◀ to highlight the option you want and then press ENTER. Highlight Yes to add the word again or No to cancel. Press to return to the Word Bank menu. Press (to return to the main menu.

Deleting Words from a Word Bank

- 1. From the Word Bank menu, press ▼ or ▲ to highlight My Word Bank or Spelling Bee Word Bank, and press ENTER.
- 2. Press ▼ or ▲ to scroll through the list.
- 3. When you highlight a word you want to delete from a word bank, press 🗐.
- 4. Press **▼** or **▲** to highlight the option you want and then press ENTER.

Delete "your word" enables you to erase from the current word bank only the highlighted word. Delete all enables you to erase all words from the current word bank. You are asked to confirm this deletion. Press ▶ or ◀ to highlight the option you want and then press **ENTER**. Highlight Yes to erase the word bank or No to cancel. Note: You can also delete all the word from both word banks by selecting the Erase all user data option in the Settings menu Remember, in the Spelling Bee Word Bank, if you have reached the 500 word limit, the oldest words will be deleted the next time you play a Spelling Bee game. If there is a word you want to save, please be sure to add it to My Word Bank so you can review it again.

Press to return to the Word Bank menu. Press to return to the main menu.

Playing the Games

In addition to the Spelling Bee games, your device also includes three other games - Sudoku, Hangman and Word Train. Press at any time to open the

Sudoku

Sudoku is a fun game of numbers and logic that anyone can play. The object of the game is to place a number in every square of a 9 x 9 game board. But you can't just fill in any number anywhere. Each number from 1 to 9 can only be used once in every horizontal row, vertical column, and 3 x 3 square. Each puzzle begins with a few numbers already in place. You simply have to use a process of elimination to fill in the rest.

- 1. Press 🖼.
- 2. Press ▼ or ▲ until you highlight Sudoku and then press ENTER.
- The Sudoku menu is displayed
- 3. New Game is highlighted. Press ENTER to begin a new game. You can also select other options from the Sudoku menu. Press ▼ or ▲ until you highlight the one you want and then press ENTER. Help displays instructions for the game. High Scores displays the high scores screen. Saved Game displays your list of saved puzzles $\textit{Exit}\ \text{leaves the game and returns to the Games}$ menu. Press ▶ or ◀ to highlight Yes and press
- **ENTER** to leave the game. Highlight No and press ENTER to return to the Sudoku menu 4. Press ▶ or ◀ until you see the skill level you want.
- You can select Easy, Medium, Hard or Expert. 5. When you see the level you want, press **▼** and ▶ or ◀, if necessary, to highlight OK. Highlight Cancel and press ENTER to return to the Sudoku menu.
- 6. Press ENTER to begin the selected puzzle. Some numbers, outlined in white, are already filled in at the start of a puzzle. These numbers are fixed and cannot be changed. The empty positions are the ones you need to fill in. The cursor, indicated by a white square, is in
- the first empty position. Use the navigation buttons to move the cursor to the location you want to type a number.
- 8. Press Q-O (for numbers 1 to 9) to type the number you want. emember the rules of placement: Each number from 1 to 9 can only occur once in every

horizontal row, vertical column, and 3 x 3 square.

- Press **CLEAR** to erase the number from the position of the cursor. If you enter a number that causes an error in placement, the current position and the conflicting position (or positions) will blink
- 9. Repeat steps 7 and 8 until the puzzle is If your time registers as a high score, you are asked to input your name. Type your name and press **ENTER** to view the high scores screen for the current level. Press ▶ or ◀ to highlight Cancel and then press **ENTER** if you don't want to add your score. If your time is not a high score, you go directly to
- the high scores screen for the current level. 10. Press ▶ or ◀ to highlight *Close* and then press To view high scores at other skill levels, press ▲ to

highlight the skill level and press ▶ or ◀ to scroll To clear the high scores for the displayed skill level, press ▶ or ◀ until you highlight Clear All and then press ENTER.

11. Press ENTER to play the next puzzle. Press ▶ or ◀ to highlight *Main Menu* to return to the Sudoku menu. Note: If you exit before beginning the next puzzle in sequence, you can access it before you begin another puzzle by electing *Saved Game* from the Sudoku menu

✓ Selecting a Saved Game

at the Sudoku menu to move the highlight to Saved Game and then press **ENTER**. Press ► or ◀ until you

see the skill level of the puzzle you want to resume. Press ▲ to highlight *OK* and then press **ENTER**. Highlight Cancel and press ENTER to return to the Sudoku menu. Note: You can only save one puzzle per skill level. And the puzzle saved is the last puzzle you opened at that skill level.

✓ Adding Notes

At any blank position, you can add notes to help you solve your puzzle. These notes are the numbers you think are possible solutions at the current position. Press **ENTER** at the position where you want to add a note. A small grid containing the numbers 1 through 9 is displayed in the bottom left corner of the screen. Press Q-O (for numbers 1 to 9) to make a note of the numbers you want. Notice they are highlighted in the small grid. Press ENTER when you are done. Notice the noted numbers now appear n the main grid as reminders of the numbers you believe are possible solutions.

✓ Using Hints

During a game, press (■) for additional options. Press ♥ or ▲ to highlight the option you want and then press ENTER.

Help displays instructions for the game. Read the text or highlight Close and press ENTER to return to the game. Clear Notes erases all saved notes from the puzzle.

Hint displays the expected solution at the current position of the cursor. Reset removes all solutions from the puzzle so you Undo erases only your last move.

Exit quits the game and gives you the option to

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. You have to guess the word

1. Press 🖽. 2. Press ♥ or ▲ until you highlight Hangman and then press ENTER.

return to the Sudoku menu

- The Hangman menu is displayed 3. New Game is highlighted. Press ENTER to
- begin a new game. You can also select other options from the Hangman menu. Press ▼ or ▲ until you highlight the one you want and then press ENTER. Options opens the options menu where you can change the skill level or view the high scores. Help displays instructions for the game. Exit leaves the game and returns to the Games menu. Press ▶ or ◀ to highlight Yes and press **ENTER** to leave the game. Highlight *No* and press
- **ENTER** to return to the Hangman menu. 4. Type letters you think are in the mystery word. Each wrong guess that you make causes another piece of the cowboy to appear. When he is whole. you lose. When you guess a letter correctly, it gets filled in everywhere it appears in the mystery word Note: The letters of the mystery word are hidden. The number of guesses remaining is displayed as a red number on the screen. Points are awarded for each correctly guessed letter and subtracted
- for each wrong guess. 5. Continue playing until you get a word wrong. If your score registers as a high score, you are asked to input your name. Type your name and press **ENTER**. *OK* is highlighted. Press **ENTER** again to view the high scores screen. Press ▶ or ◀ to highlight Cancel and then press ENTER if you don't want to add your score **Note**: If your time is not a high score, you go
- directly to the Hangman men 6. Press ▶ or ◀ to highlight OK, if necessary, and then press ENTER. To clear the high scores, press ▶ or ◀ until you
- highlight Clear All and then press ENTER. 7. New Game is highlighted. Press ENTER to play

✓ Using Hints

During a game, press for additional options. Press **▼** or **△** to highlight the option you want and then press **ENTER**. New Game starts a new round. Press ENTER to start a new game or press ▼ and then press ENTER to return to the current game. Help displays instructions for the game. Read the text or highlight Close and press ENTER to return

to the game. Quit ends the game. Press **ENTER** to return to the Hangman menu or press **▼** and then press **ENTER** to return to the current game. Hint reveals one letter in the mystery word. The number of hints remaining is displayed next to the menu item. The number of hints available at the

beginning of a game is determined by the skill level

✓ Changing the Skill Level

You can change the skill level at the Options menu. You can select a level from 1 to 5. The skill level affects the difficulty of the words, the number of guesses, and the number of hints allowed. Level 5 is the most difficult level. At the Hangman menu, press ▼ to highlight Options and then press ENTER. The *Level* option is highlighted. Press ▶ or ◀ to change the skill level. If you change the skill level press ▼ until you highlight OK and press ENTER to save your changes. Highlight Cancel and press **ENTER** to exit the Options menu without saving your changes.

Word Train

In Word Train, you and the train take turns typing letters to form a word. Whoever first completes a word wins. The required length of a winning word is determined by the skill level, but at level 1, words have to be at least 4 letters long. If the letters you make a word in this dictionary, you lose.

- 1. Press 🖽.
- 2. Press ▼ or ▲ until you highlight Word Train and then press ENTER.
- The Word Train menu is displayed 3. New Game is highlighted. Press ENTER to begin a new game.
- You can also select other options from the Word Train menu. Press ▼ or ▲ until you highlight the one you want and then press ENTER. Options opens the options menu where you car change the skill level or view the high scores. Help displays instructions for the game. Exit leaves the game and returns to the Games menu. Press ▶ or ◀ to highlight Yes and press **ENTER** to leave the game. Highlight *No* and press **ENTER** to return to the Word Train menu
- 4. Type letters to try and form a word. A train enters the screen from the right. Note: You and the computer also take turns beginning a word. In the first round, you type the first letter. In the second round the computer will type the first letter, and so on.
- 5. Continue taking turns with the computer, trying to be the first one to complete a word. Remember, the length of a winning word is determined by the skill level, but must be at least

If you complete a word first, you win. If you type a letter that cannot be further built upon to make a word, you lose. Points are awarded for each round you win. The

amount of points per word is determined by the skill level. If your score registers as a high score, you are asked to input your name. Type your name and press ENTER. OK is highlighted. Press ENTER again to view the high scores screen. Press ▶ or ◀ to highlight Cancel and then press ENTER if you

- don't want to add your score. **Note**: If your time is not a high score, you go directly to the Word Train mer 6. Press ▶ or ◀ to highlight OK, if necessary, and
- then press ENTER. To clear the high scores, press ▶ or ◀ until you highlight Clear All and then press ENTER. 7. New Game is highlighted. Press ENTER to play

✓ Using Hints

During a game, press for additional options. Press ▼ or ▲ to highlight the option you want and then press ENTER. New Game starts a new round. Press ENTER to start a new game or press **▼** and then press ENTER to return to the current game. Help displays instructions for the game. Read the text or highlight Close and press ENTER to return to the game. Quit ends the game. Press **ENTER** to return to the Word Train menu or press ▼ and then press

continue the word. You are only permitted one

ENTER to return to the current game.

✓ Changing the Skill Level You can change the skill level at the Options menu. You can select a level from 1 to 4. The skill level affects the minimum length of a winning word and the amount of points awarded for winning a round. At level 1, words must be at least 4 letters long. At level 2, 5 letters; level 3 6 letters; level 4, 7 letters. Level 4 is the most

Hint displays all possible letters you can type to

difficult level. At the Word Train menu, press ▼ to highlight

Options and then press ENTER. The Level option is highlighted. Press ▶ or ◀ to change the skill level. If you change the skill level, press **▼** until you highlight *OK* and press **ENTER** to save your changes. Highlight Cancel and press **ENTER** to exit the Options menu without saving

Using the Reading Timer

Your device includes a reading timer which enables you to time your reading and keep a log of the books you read.

- 1. Press 🚱. 2. Press ▶ or ◀ to cycle through the icons until
- 3. Press ENTER. You have three options at the Reading Timer menu. Time your reading enables you to time your reading for up to two hours. Set a timer enables you to choose your reading time, from 15 minutes to six hours.

Reading Timer appears at the bottom of your

each one. 3. Press ▼ or ▲ to highlight the option you want and then press ENTER.

View reading log provides you with a list of the

Timing Your Reading

- 1. Select Time your reading from the Reading You are asked to enter the name of the book or reading assignment you want to time
- 2. Type a name and then press ▼ or ENTER. You can type up to 15 letters or spaces. Hold **SHIFT** and press a letter to type a capital. 3. Start is highlighted. Press ENTER to begin the timer.

Note: After a few seconds your device will shut off.

This is not a malfunction. To save battery power

and the screen, the device shuts off during timing

- 4. When you are finished reading, press the power switch to turn on your unit.
- Press ➤ or ◀ to highlight Stop and then press
- You see a screen listing how long you read.
- 6. Press ENTER and continue through the reading log to return to the Reading Timer menu.

✓ Checking Your Progress

At any time when the reading timer is running, you can check to see how long you have been reading. Press the power switch to turn the device on. The timer reappears and displays your progress. Continue is highlighted. Press **ENTER** to select it. The timer continues and the device shuts off again.

✓ Ending a Session

At any time when the reading timer is running, you can stop the timer and end a session. Press the power switch to turn the device on. The timer reappears and displays your progress. Press ▶ or ■ to highlight Stop and press ENTER to stop timing.

Setting a Timer

3. Press ▼ or ENTER.

- 1. Select Set a timer from the Reading Timer menu. To set a timer, you must first select a time 2. Press ▶ or ◀ to select a time from among the
- reading time options You can select from 15 minutes to 6 hours, in 15 minute increments
- You are asked to enter the name of the book or reading assignment you want to t 4. Type a name and then press **▼** or ENTER.
- You can type up to 15 letters or spaces. Hold **SHIFT** and press a letter to type a capital. 5. Start is highlighted. Press ENTER to begin the
- Note: After a few seconds your device will shut off. This is not a malfunction. To save battery power and the screen, the device shuts off during timing 6. When you have reached your time limit, your
- device turns on and a tone sounds indicating the session is over. You see a screen listing how long you read. 7. Press ENTER and continue through the reading

og to return to the Reading Timer me **Viewing The Reading Log**

Press ▼ or ▲ to view the reading log.

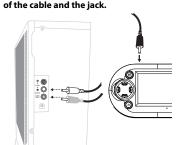
The reading log is automatically displayed each time you finish a session. You can also access the reading log at any time by selecting it from the Reading Timer menu.

- 1. After a session, press ENTER to select View reading log. Or you can select it from the Reading Timer menu.
- Note: The final page of the log is a summary screen. Once you see the summary screen, you cannot return to list of log entries. 3. To see the summary screen, press ▼ from the last page of entries, or press ENTER at any time A brief summary of the reading log is displayed,
- including the number of sessions and the total time spent reading. 4. Menu is highlighted. Press ENTER to return to

the Reading Timer menu. Press ▶ or ◀ to highlight Clear and press ENTER to erase all times from the log. You are asked to confirm the deletion. Yes is highlighted. Press ENTER to erase the reading log. Press ▶ to highlight No and then press ENTER to cancel the deletion

Connecting Your Device To a TV Your Speaking Spelling Bee has a built-in TV Out port and comes with an AV cable to connect it to your television. You can then watch and hear your device

- on your television.
- Turn on your device. 2. Connect the single end of the included AV cable to the TV Out port on your device and the RCA type plugs to the audio and video ports on your television, according to the color



- 3. Turn the channel or switch the TV/Video input on your television so that it is set to display the inpu
- from the jacks where you connected the cable. 4. Continue to press buttons on your device as you normally would, simply watch the TV for
- order to connect your device to your PC, you need a USB cable with a mini-USB iack on one end (to fit your device) and a standard USB jack on the other end (to fit your PC). You can then access Franklin's Web site (see below) to

purchase and download new games for your device.

USB port on your PC and the small end to the

Connecting Your Device To a PC

Your Speaking Spelling Bee has a built-in USB port. In

1. Turn on your device. 2. Connect your PC to the Internet if it is not connected already. 3. Connect the standard end of a USB cable to a

mini-USB port on your device.



- 5. Press ▶ or ◀ to cycle through the icons until Extra Content appears at the bottom of your screen.
- 6. Press ENTER. 7. Press ▼ to highlight Connect to PC and then
- press ENTER. 8. Connect is highlighted. Press ENTER to select it. Your device opens communication to your PC. Note: The first time you establish a connection between your device and your PC, the drivers are installed. Please wait until you see the message on your PC that the new hardware is found and ready. When your PC and your device are connected, the screen on your device displays a graphic showing a
- double-headed arrow between a PC and a device. 9. When you are ready to disconnect your device
- from your PC, press ENTER on the device. 10. Press (=)/BACK to return to the Extra Content

To return to the main menu, press 🚱.

Downloading Extra Content Your device is not limited to the games it comes with. You can purchase additional games for your device from Franklin's Web site

1. Make sure your device is connected to your PC. See "Connecting Your Device To a PC" for more information. 2. Connect your PC to the Internet, open a

browser and visit www.franklin.com/estore/

- 3. Follow the links and instructions on the screen to purchase and download new games to your device. Note: The first time you visit www.franklin.com, please be sure to register your device with Franklin. Important: When you download a game, please make sure your device is connected to your PC. During the download, the purchased game is automatically sent to your device. However, if you
- the device's internal memory or to the SD card. Remember: There is a limited amount of free memory on your device. If you do not have enough memory to copy the game, you will need to use an SD card. You can return to www.franklin.com at any time to re-download a purchased game.

have inserted an SD card into your device, you

may be asked whether to save the download to

- 4. When your downloads are complete and you are ready to disconnect your device from your PC, press ENTER on the device. 5. Press (=)/BACK to return to the Extra Content
 - To return to the main menu, press 👀. **Using Extra Content**
- 1. Press 🚱. 2. Press ▶ or ◀ to cycle through the icons until Extra Content appears at the bottom of your screen. 3. Press ENTER.

You have three options on this menu:

- View content (Internal) enables you to access the games you have downloaded to your device's internal memory View content (SD Card) enables you to access the games you have downloaded to an SD card that is currently inserted in your device.
- device and utilize its functionality on a PC. Please see "Connecting Your Device To a PC" for more information 4. Press ▼ or ▲ to highlight View content

press ENTER.

Connect to PC enables you to connect your

A list of available content is displayed, sorted by the date of the download. 5. Press ♥ or ▲ to highlight the game you want to open and then press ENTER.

Press BACK to return to the Extra Content menu **Specifications**

 Batteries: 3 x AAA Size: 11.5 x 6 x 2.5 cm ISBN 978-1-59074-488-8 2007-2008 Franklin Electronic Publishers, Inc. Burlington, N.J. 08016-4907 U.S.A. All rights reserved. © 1998-2007 Merriam-Webster, Incorporated. All New Oxford American Dictionary, 2nd Edition ©

Model: SSB-212 Speaking Spelling Bee

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Note: Dispose of this device through your local

electronic product recycling system - do not throw in

CEFOX N681

Please save this User's Guide and all packing materials for

This unit may change operating modes, lose information tored in memory, or fail to respond due to electrostation lischarge or electrical fast transients. Normal operation of his unit may be re-established by pressing the reset key, by pressing the power switch, or by removing and replacing he batteries.

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with th imits for a Class B digital device, pursuant to Part 15 of the FCC Rules These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not nstalled and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no uarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television eception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or

more of the following measures: Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receive Connect the equipment into an outlet on a circuit different from

that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. Note: This unit was tested with shielded cables on the periphera devices. Shielded cables must be used with the unit to insure

ote: The manufacturer is not responsible for any radio or

TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to **Disclaimer of Warranties**

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THEN THE DURATION OF IMPLIED WARRANTIES AND CONDITIONS ARE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY GRANTED Warranty Service: If you think your product is defective, call Franklin's Customer Service Desk, 1-800-266-5626, to request a return merchandise authorization ("RMA") number, before return the product (transportation charges prepaid) to:

Franklin Electronic Publishers, Inc.

Burlington, NJ 08016-4907

If you return a Franklin product, please include your name, address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the RMA prominently on the package if you return the product; otherwise there may be a lengthy delay in the processing of your return nends using a trackable form of deliver to

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